Next AUG Meeting

Sunday, December 16th at 2pm

(Doors open at 1pm, meeting starts at 2pm sharp)

**AUG meetings are held at Victoria College Burwood Campus
Burwood Highway, Burwood - Melways map 61 reference B5.**

AMIGA Users Group

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. With over 1000 members, we are the largest independent association of Amiga users in Australia. We DO NOT condone software piracy. We can be reached via an answering machine at:

- 527 1995 -

Club Meetings

Club meetings are held at 2pm on the third Sunday of each month at Victoria College, Burwood Highway, Burwood. Details on how to get there are on the back cover of this newsletter. The dates of upcoming meetings are:

Sunday, December 16th at 2pm

Sunday, January 20th at 2pm

Production Credits

This month's newsletter was edited by Con Kolivas. Equipment and software used was: Amiga 500 with SIN500-2 memory board, Professional Page, Transcript, PIXmate, DigiView 4.0 , Apple Laserwriter and HP Laserjet

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Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication in Amiga Workbench. All contributions submitted for the purpose of publication that are printed in the newsletter are rewarded on the basis of one free public domain disk copy per column or half page printed with a minimum of one free copy. Contributions may be sent in on disk, paper or uploaded to Amiga Link or Amiga Link II in the area set aside for this purpose. Please send your contributions in text-only, non-formatted if they are on file and remember to include your address for return of disks and tokens for PD disks. Absolute deadline for articles is 23 days before the meeting date. Contributions can be sent to: The Editor, AUG, PO box 48, Boronia, 3155.

Membership and Subscriptions

Membership of the Amiga Users Group is available for an annual fee of $25. To become a member of AUG, fill in the membership form in this issue (or a photocopy of it), and send it with a cheque or money order for $25 to: Amiga Users Group, PO Box 48, Boronia, 3155

Public Domain Software

Disks from our public domain library are available on quality 3.5" disks for $6 each including postage on AUG supplied disks, or $2 each on your own disks. The group currently holds over 300 volumes, mostly from the USA, with more on the way each month. Details of latest releases are printed in this newsletter, and a catalog disk is also available.

Member's Discounts

The Amiga Users Group negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offers AUG members a 10% discount on computer related books, as does McGills in Elizabeth Street. Just show your membership card. Although we have no formal arrangements with other companies yet, most seem willing to offer a discount to AUG members. It always pays to ask!

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for $2 each including postage. Note that there may be delays while issues are reprinted. Back issues are also available at meetings.

Amiga Link   - Our Bulletin Board Systems

The Amiga Users Group operates two bulletin board systems devoted to the Amiga. AmigaLink I and II are available 24 hours a day. AmigaLink I & II can be accessed at V21 (300bps), V22 (1200bps), V23 (1200/75bps) or V22bis (2400bps) using 8 data bits, 1 stop bit and no parity.

AmigaLink is part of a world-wide network of bulletin boards, and we participate in national and international Amiga conferences. AmigaLink has selected Public Domain software available for downloading, and encourages the uploading of useful public domain programs from its users. AmigaLink I (792-3918) is OzNet node number 8:830/324 and AmigaLink II (376-6385) is OzNet node number 1305/998 *note* - Amiga Central is online (up to 2400bps) -3763887 or 3767375

Newsletter Advertising

The Amiga Users Group accepts commercial advertising in Amiga Workbench subject to the availability of space at these rates:

Quarter page $20
Half page $40
Full page $70
Double page spread: $120

These rates are for full-size camera-ready copy or Professional Page format only. We have no photographic or typesetting facilities. Absolute deadline for copy is 23 days before the meeting date. Send the copy and your cheque to: The Editor, AUG, PO Box 48, Boronia, 3155, Victoria.

Amiga Users Group Committee

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Ass. Co-Ord;	Lester McClure	8035664	Mt. Waverley
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WHO NEEDS TO DRAW FREEHAND, ANYWAY ?
by Leon Deutsch

Borne out of necessity, the MouseTracer was initially designed to enable even the most inept artist (such as yours truly) to produce high quality computer pictures, (which incidentally is the main reason I purchased my Amiga), without the hefty price tag of a digitiser or Graphics Tablet. In some ways, a MouseTracer rendered picture can be superior than a digitized picture as the latter can be extremely difficult to either cut, paste, match up colors or use as a brush.

The theory behind the MouseTracer is really quite simple. By orientating the Amiga's mouse in one direction (like a compass needle always pointing north), the mouse can be used to describe any shape (such as the outline of a cartoon character) to all paint programs (e.g. Deluxe Paint II & III, Aegis Draw, DigiPaint, etc.). By adjustment of the mouse's speed (otherwise known as the mouse sensitivity) through Preferences, any picture up to A4 size (about 12 in. by 8 in.) can be easily traced.

This new product just released on the market is basically a very simple mechanical pantograph mounted on a large sheet of clear perspex. You therefore only need to place the sheet of perspex over the top of the picture to be traced and secure the mouse in the specially designed holder. The picture is then traced over lining up the pointer attached to the mouse's-holder with the picture's outline. Because the mouse only slides on the large sheet of perspex, pictures in thick books or on rough surfaces are no problem and can be easily traced.

In addition, the MouseTracer can also enhance your page flipping animations whilst dramatically reducing the time needed to create the animation. This is accomplished by first plotting the path of the object to be animated on a separate sheet of paper and then increment the line according to your timing chart. Then, pick up the object as a brush and trace out the object's movement, calling for a new page each increment.

MouseTracer is a true 'easy to use' drawing aide that solves the most frustrating of problems of computer graphics. Even if you can't draw, you can still create professional looking graphics in a matter of minutes.

MouseTracer has been fully designed and manufactured in Australia and is now available at most Commodore Amiga computer shops, or telephone M.T. (Aust.) on 578 9792 for further information.

[Editor's note - the following drawings on the right column were traced using MouseTracer.]
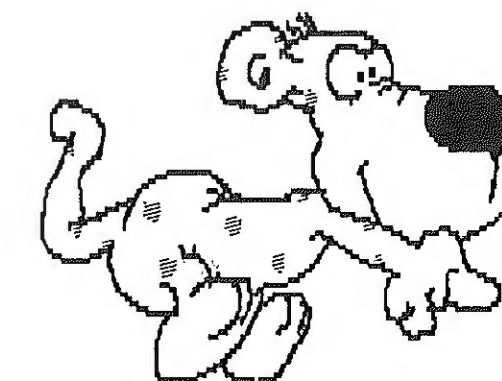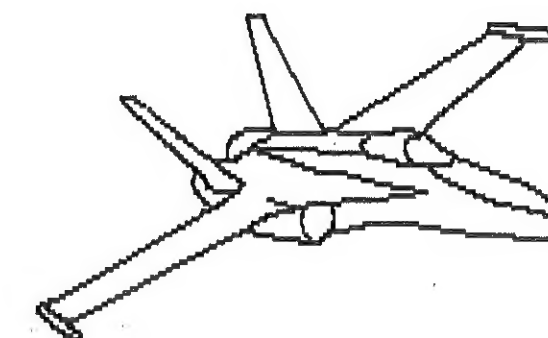
News

CBM Annual Report

Article 25405 of comp.sys.amiga:
From: es1@cunixb.cc.columbia.edu (Ethan Solomita)
Subject: Commodore Annual Report
Date: 8 Nov 90 04:00:17 GMT

I received the Commodore Annual Report for the year dated July 1, 1989 through June 30, 1990. I have tried to extract relevant information that would be of general interest. I'll start off with non-corporate fiscal information and leave the more technical stuff till the end.

First, Mehdi Ali and Irving Gould both got hefty pay increases since last year. Irving Gould had "Cash Compensation" of $1,750,000. Mehdi Ali, President of Commodore International Ltd., received $2,015,949. Everyone else received well under that, with Harry Copperman receiving $459,142. All 17 executive officers received $7,370,235, which is more than Commodore's total profits for the entire year, although admittedly this was a very lean year

As always Irving Gould owns 20% of Commodore stock, or 6,595,338 shares which is worth about 45 million dollars at present stock values. Although this makes a takeover very very difficult, it does mean that Irving most definitely does want the company to do well since every 1/8 the stock moves up makes him a profit of 800,000 dollars! Mehdi Ali, the member of the board with the second largest amount of stock, by contrast has only 405,982, or slightly more than 1%.

Of Commodore's total revenues, 75% came from Europe. North America, including Canada and the U.S., comes to only 18%. Australia and the Far East represent 7%.

Here are a few quotes from the Annual Report:

Unit sales of the Amiga 500 increased by more than 25%

Unit sales of our 80286 and 80386 products increased by almost 100%

Although sales of the Commodore 64 declined for the year, we nonetheless sold over 700,000 units.

Europe remained our strongest geographical market segment, with sales increasing to over $660 million. During calendar year 1989, Commodore sold more personal computers in Europe than any other computer company except IBM. Our past marketing investments have led to siginificantly increased sales in many countries, most notably the United Kingdom, France and Benelux.

Fiscal 1990 sales of $887 million declined 6% from the prior year. ... Fourth quarter sales increased 10% compared to the prior-year period.

For the professional sector, we plan to extend the breadth of our product line with the introduction of a new family of PC compatibles including 80286, 80386 and 80486 computers. Further, we are entering the rapidly growing laptop market with the announcement this September of a notebook-style computer.

In its successful bid to gain the 1996 Summer Olympics, the City of Atlanta used an Amiga to control an interactive multimedia tour of the proposed Olympic Village. Air forces are now using the Amiga in their flight simulators. In television, TF1, the largest television channel in France, uses Amiga computers in its production effort, while in Denmark, the Amiga is employed in a game show that provides interaction with the viewing audience. Amiga computers are also utilized to drive animated information displays, at sites as diverse as the Galleries Lafayette department store in Paris and the 40-foot animated scoreboard/television screen at Miami Stadium, site of Super Bowl XXIII.

********During fiscal 1990, over 550,000 Amiga 500 computers were sold, over 25% more than the prior year.

The C64 family is the most popular line of home computers ever manufactured, with an installed base of nearly 11 million machines and a software library of more than 10,000 published titles. Although sales declined in fiscal 1990, over 700,000

computers were sold.

The U.K. has been one of Commodore's most successful geographic markets over the last few years, as sales have grown by more than 400% since 1987 from a relatively small base. Now the U.K. is the company's third largest market worldwide, behind only Germany and the United States. Commodore holds a major position in the consumer sector, as sales of the Amiga 500 and C64 have increased dramatically. ... Sales promotions have been tied to the release of exciting new software, which is often packaged and sold with the computer. In the professional sector, sales are growing from a small base, with increasing PC compatible sales through the dealer channel, and professional Amiga sales to government organizations such as the Ministry of Defence and local police and fire brigades.

In France, the growing demand for Amiga and PC compatible computers has helped support a 300% increase in revenues since 1987. In Benelux, sales are up 200% over the same period, led by growing PC sales to businesses and education. Significant opportunities are available in several other markets, as well as in Eastern Europe, where countries will be rebuilding their economies over the next several years. Our German company will serve an expanded market in unified Germany, and a network of distributors is being established to market products through the remained of Eastern Europe.

CDTV: Commodore plans to market the player through its worldwide consumer sales force, and to sell it through upscale consumer electronics departments and stores for a suggested retail price of under $1,000.

In addition to various interactive resource materials, a variety of instructional programs are planned in sports, cooking, foreign languages and special programs for children.

Commodore expects to begin shipping the CDTV during Fiscal 1991 [i.e. by June 30, 1991].

The Amiga product line accounted for 53% of net sales during fiscal 1990 compared with 45% in fiscal 1989 and 41% in fiscal 1988. Unit sales of Amiga computers increased 26% in fiscal 1990, primarily attributable to the Amiga 500 and the introduction of the Amiga 3000 in the fourth quarter of fiscal 1990. Revenues ofed by 11% in fiscal 1990. Unit sales of Amiga products increased 19% in fiscal 1989 while revenues of the Amiga product line increased 15%.

...revenues of the C64 product line decreased 45%

Geographically, Europe provided 75% of net sales compared with 69% of net sales in fiscal 1989 and 68% in fiscal 1988. Net sales in Europe increase 2% as significant increases in the United Kingdom, France, Italy, Belgium and the Netherlands ofset declines in Germany and Switzerland. North American sales declined 27% in fiscal 1990 and contributed 18% of fiscal 1990 net sales compared with 24% in fiscal 1989 and 26% in fiscal 1988. Asia/Australian sales decreased 8% in fiscal 1990 and accounted for 7% of net sales in fiscal 1990 and 1989 and 6% in fiscal 1988.
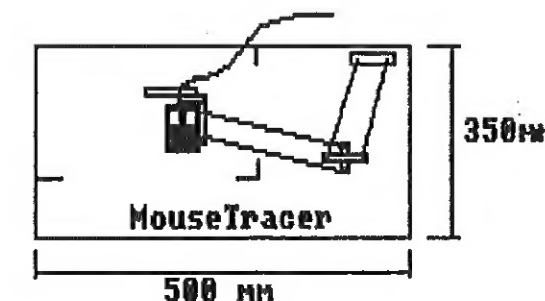
CLI & Workbench

please note:for all the absolute Amiga beginners, whenever i refer to 'gadgets' in the following article, i'm talking about those rectangular areas on the Workbench display that you click on to perform things like 'CANCEL', 'LOAD', 'RETRY' and such.

- nikolai

What is a FileRequester?

on a computer, all information that isn't actually being worked on is stored in a file. while a program has the information, it's stored in the machine's memory, but this vanishes if you turn the machine off (which prompts the machine-age commandment, 'save often'). so, if you want to use the data again later, you need to store it on something a bit more permanent, like a floppy- or hard-disk. as i have said previously, a file is just a collection of characters stored on a disk. to distinguish between different files, the operating system gives each file a unique name (good idea, eh?). once, long ago, a certain operating system we won't name used to put all the files together in one logical 'area', which meant that if you had a lot of files, the

machine would take ages trying to sort through them all for the one file you were looking for. this prompted the invention of 'directories' and 'sub-directories', where similar files could be stored together, out of view of the main work-area (which is now known as the root directory).

now, on a certain operating system that we won't name, if a program wants to use a file that you've created, it will ask you to type in the name of the file (or, if it's hidden in a subdirectory somewhere, the 'full name', or 'Pathname', saying which subdirectory it's in). someone thought it would be nice if the machine gave you a list of the files which were there - then, you could just choose the file you wanted, or tell the machine to look somewhere else for it. this is how the File Requester idea got started. So, simply, a file requester is the part of a program that gets you to indicate the name of a file, either for loading new information in, saving old information, or anything that requires a filename.

when the macintosh came along, the File Requester idea really hit the big time. mac users weren't going to take their hands off the mouse long enough to type in the name of the file they wanted (and besides, the mac has a strange way of indicating that a file is in a subdirectory). one of the good ideas the mac developers had was the idea of a Standard FileRequester. that is, if your program needs to save something, and you want to ask the user 'where?', you just get the operating system to d-

the asking. thet way, the person who has to use half-a-dozen or so different programs doesn't have to learn half-a-dozen different ways of saying "i want to call this file 'df0:devs/keymaps/kaboodleschnitzer'". admittedly, there are some who can't stand the standard filerequester - they want to do it THIS way, rather than THAT way. if they do write their own, they stand a chance of confusing the person who is used to the old filerequester. but that's just a part of living in a modern society, and besides, as long as the filerequesters are even just a bit similar, and the gadgets are marked properly, the intelligent user should be able to work it out. even the idiots should be able to get by.

so where does that leave us Amiga Owners?

well. anyone who has used more than one Amiga program will know that the Amiga doesn't have a single standard filerequester. some programs, when asking you 'where do you want to save this file?' will give you a choice of DF0: (sensible, really, because all Amigas have a DF0:), DF1: (not so sensible, because not everyone has a DF1: - in fact, on an Amiga 2000, it's DF2:), DH0: (again, not so sensible, because not everyone has a hard disk - and maybe they called it HD0:, or something 'se). some programs don't even give you a choice - the early 'sion of DigiView, for example, just gave you a square which t had to type the name in. and who remembers DeluxePaint , which would assume that you wanted to load something from DF0: first, every time? (which meant that you had to stick a disk in df0:, and then wait for the machine to see what was on the disk, and then tell the program that the file you wanted was somewhere else.) some programs are even smart enough to sense what devices your machine has, and give you a choice from those available. in my opinion, a good filerequester needs the following gadgets (at least):

DRIVES: when you click on this button, you are given a list of disk drives that the machine has. you can then double click on one of these, and you will be given a list of files on that disk. this is might also be marked ROOT:.

PARENT: when you click on this, the machine will look at the files on the disk directory one level up.

QUIT: tell the machine you don't want to save (or load, or whatever). either a gadget marked 'QUIT' or a standard window close gadget.

other ticklish questions are 'should the list of files be sorted? alphabetically? sorted as the machine finds them, or read them all and then sort them?' while i feel that the above three gadgets are necessary, other things like sorting, how big the list of files is and whether you can drag the filerequester window around the screen are matters of personal preference. other nice touches are gadgets which can remember the last file you saved or loaded, an extra area that lest you type in an 'exclude' string (so you can tell the machine only to look at files that end with certain letters - this is obviously a dag left over from various MS-DOS filerequesters, because most MS-DOS file names look like STUFF.TXT or DOOBIE.LBM or BOLLOCKS.EXE.)

and to qualify something i said earlier - the Amiga DOES have a standard filerequester - it's built into ARP (the AmigaDOS Replacement Project), but not all programs use it, because not everyone has ARP on their machine. although they should. if you do have ARP, get hold of the public domain picture displaying program, MOSTRA, and from the CLI or SHELL, type 'MOSTRA !'. the exclaimation mark tells MOSTRA to call the ARP filerequester, and this asks you for the name of the picture file you want to see.

(and, just to point out how important filerequesters are, can anybody think of even one fully-functional program that runs from the Workbench and doesn't use a filerequester? i didn't think so.)

svyatoi nikolai
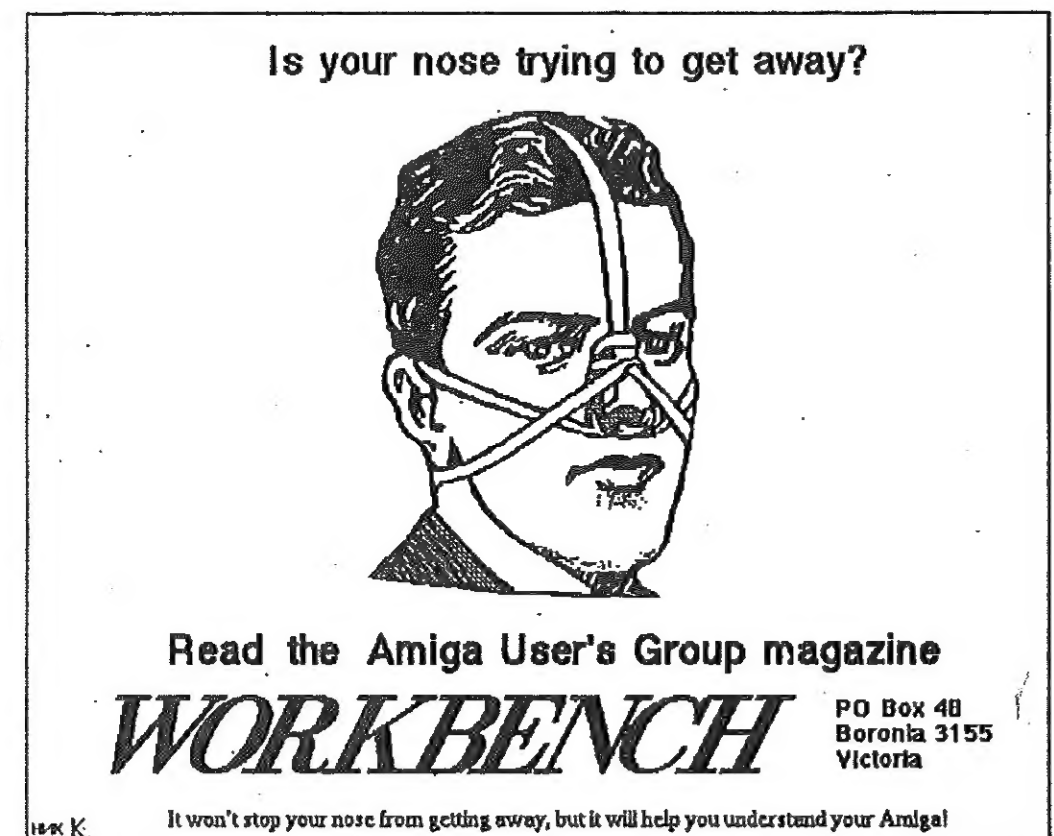
Programming

Text file conversions
by David Fong

Back when I owned a Commodore 64 (and later a Commodore 128), I wrote a large number of small programs to tackle similarly small problems. This was convenient to do, since Basic was built in. If I needed to use machine language, I could use the 128 built-in monitor, or even a monitor/disk-speedup cartridge with effortless ease. Sad to say, although Amiga programs are largely more powerful than their 64 counterparts and benefit tremendously from a multi-tasking environment, AmigaBasic leaves something to be desired. Despite a powerful command set and reasonably fast execution, it hogs a lot of memory as well as having slow and clumsy requestors. This has meant that writing and using small programs has been less than a pleasure. To make things worse, I've read reports that beta versions of Kickstart 2.0 choke on AmigaBasic. Despite all this, some of us still chisel away at our Amigas with Amiga-

Basic. This is not because I don't know 'C' (I used it on the Commodore 128). It is just that interpreted languages and small programs seem to go together. In response to Mark Kelly's (AUG September 1990) invitation, I'd like to present a little ditty that does some text conversion.

Coming from an eight-bit Commodore environment, I am used to seeing carriage returns being used to demarcate paragraphs. Text being a universal kind of thing, I didn't expect the Amiga to be any different. To my surprise, many Amiga programs not only used line-feeds (ASCII 10) rather than carriage returns (ASCII 13) but also demarcated every line with lines-feeds. This struck me as being somewhat odd, since it would seem a lot harder to keep paragraphs together with such a system. Whilst almost all text editors (I use MicroEMACS 3.10 and DME 1.40) use line-feeds to separate lines, some programs use line-feeds to demarcate paragraphs. Since the latter cannot tackle files produced by the former adequately, I whipped up a short AmigaBASIC program to make the appropriate conversion.

Some little features are worth noting. First, it assumes that paragraphs are separated by empty lines. Also, the program places a terminal ASCII 10 at the end of the file in case the text file program failed to do so. Just to fill in the disk I've submitted an even less substantial program which converts Commodore 64/128 files which have already been converted to Standard ASCII. By the way, can anyone confirm some nasty rumours I've been hearing about LHARC? Until my next batch of med exams are over, cheerio.

David Fong

```
'Carriage return remover
'
'Removes line feeds placed
'between lines as used in MicroEMACS or DME
'Assumes use of empty lines as
'paragraph separators
'
'A short program written by David Fong
'in AmigaBASIC. 26 August 1990
'

null$=""        'blank line
lf$=CHR$(10)      'line feed
true%=-1
false%=0
flag%=true%       'previous line non-null?
l%=0          'number of lines read

PRINT
PRINT "Carriage return remover"
PRINT
PRINT "Input file name :"; 'replace with your own
INPUT Ifname$         'fancy file requestor!
PRINT "Output file name:";
INPUT Ofname$

OPEN Ifname$ FOR INPUT AS 1
OPEN Ofname$ FOR OUTPUT AS 2
```

```
WHILE NOT EOF(1)   'if not end of file
LINE INPUT#1,s$
IF s$=null$ THEN  'if paragraph ended
 '(blank LINE)
PRINT#2,lf$;lf$;  'end of paragraph
flag%=true%    'separate paragraphs
ELSE        'otherwise
IF flag%=false% THEN
PRINT#2," ";s$;  'print string, substitute
 'carriage return with SPC
ELSE
PRINT#2,s$;    'preceded by null line
END IF
flag%=false%
END IF

PRINT "*";    'indicate that line
l%=(l%+1) MOD 20  'has been read
IF l%=0 THEN PRINT 'separate indicators
WEND

IF s$<>"" THEN PRINT#2,lf$;
 'final paragraph terminator
PRINT#2,lf$;    'end of file
 '(see AUG newsletter Jun 89)
 '(may be redundant)
CLOSE 1       'close all files
CLOSE 2

PRINT
PRINT "Task completed"

END


'Carriage return converter
'
'Replaces carriage returns ASCII 13
'used by Commodore 64/128 with line feeds ASCII 10
'
'A short program written by David Fong
'in AmigaBASIC. 12 September 1990
'

true%=-1
false%=0
c%=0          'number of lines read
l%=0          'number of 100-line blocks

PRINT
PRINT "Carriage return remover"
PRINT
PRINT "Input file name :"; 'insert your own fancy
INPUT Ifname$       'file requestors!
PRINT "Output file name:";
INPUT Ofname$

OPEN Ifname$ FOR INPUT AS 1
OPEN Ofname$ FOR OUTPUT AS 2

WHILE NOT EOF(1)   'if not end of file
```

```
LINE INPUT#1,s$
PRINT#2,s$

c%=(c%+1) MOD 10
IF c%=0 THEN
PRINT "*"; 'indicate that line
l%=(l%+1) MOD 20 'has been read
IF l%=0 THEN PRINT 'separate indicators
END IF

WEND

CLOSE 1          'close all files
CLOSE 2

PRINT
PRINT "Task completed"

END
```

Product Reviews

CSA Preliminary Product overview for
the Mega-Midget Racer.
and Mega-Memory Board.

General Specifications:

1.) Directly replaces the MC68000 in the Amiga A500, A2000, and A1000.

2.) Requires no soldering and is easily dealer or end user installable. (10 minute installation.)

3.) Fits under (RF) Shield in A500 or under power supply/floppy disk cage in A2000.

4.) Requires slight modification to A1000 for proper instalation.

5.) Two board set: CPU board with FPU and SRAM sockets: 2,4 or 8nb DRAM daughter board.

6.) SRAM Modules plug into sockets provided on CPU board.

7.) DRAM daughter board plugs into CPU board through connectors provided.

8.) All Ram is optional and can be added at any time by a dealer or end user.

Accelerator Features.

* Any Mega-Midget Racer board allows the use of a 20, 25, or 33mhz MC68030 CPU. This makes up-grading the mm a snap. Just replace the CPU and clock osillator. This is easily done by the dealer and end user. Documentation for this is provided with the CPU manual.

A socket is provided for a math co-proccessor by simply placing the chip and clock oscillator into their respective sockets. This can be easily done by the dealer or end user by selecting the proper jumper setting.

*Four sockets are found on the CPU board. These four sockets allow SRAM to be placed on the Mega-Midget Racer. 512k, one Meg or 2 Megs of high speed SRAM can be added by utilising these four sockets. Special hardware allows the Amiga ROM kernal to be moved into the high speed SRAM without using the Memory Management Unit on the MC68030. This technique of duplicating the ROM image into fast 32-bit memory allows the MC68030's MMU to be left free for use with other software, like UNIX.

*The MC68000 CPU on the A500, A1000 and A2000 is socketed on the Motherboard. The MM simply replaces the existing CPU on the Motherboard. It plugs directly into the original socket. The original MC68000 is then re-socketed on the MM in the socket provided. Switching between the MC68030 and the MC68000 is accomplished by the use of a software Icon called Switch_CPU that is provided on the shipping disk. This allows 100% compatibility with the original MC68000 processor.

*Two rows of connectors are provided on the side of the MM for the 32-bit DRAM expansion board. The Mega Memory DRAM expansion daughter board easily plugs into the MM and can be installed by the dealer or end user in about 5 mins.

SRAM OPTION:

*The SRAM area on the MM consists of four sockets. SRAM is used on the MM for the Amiga ROM kernal to be duplicated into. Faster screen up-dates, page flipping, disk accesses, multi-tasking operations and any ROM kernal command can be stored in fast 32-bit SRAM allowing the user unsurpassed speed in system calls. SRAM is used because it operates faster than DRAM by eliminating the constant refresh pulse required by DRAM to keep information stored in memory. This makes the SRAM area 30% faster than if ordinary DRAM is used. The SRAM area on the MM allows wait states to be selected dependent on the speed of SRAM used. This provides for 0-7 wait states to be selected for faster access speeds. SRAM from 100NS to 35NS can be chosen providing user flexibility and easy up-grading of system RAM speeds. The Amiga ROM calls can actually be running at the same speed of the CPU by choosing RAM at speeds providing zero wait states.

SRAM configuration:

*The shipping disk provided with each MM allows the user to configure the SRAM area as Amiga ROM kernal and 32-bit SRAM. This allows kickstart 1.2, 1.3 or 2.0 (when ROM's are available) to be placed in 32-bit SRAM. This is done by special hardware provided on the MM. The kickstart motherboard ROM's are duplicated into the SRAM allowing system calls to reside on the 32-bit bus. The user also has the option of opening up the SRAM area as all 32-bit RAM. Any programme running will automatically be placed in 32-bit RAM before any 16-bit RAM is used. This gives the user the ability to configure the SRAM as all Amiga ROM kernal or as all high speed 32-bit RAM or a combination of both depending on the size of the ROM and on how much SRAM is used on the MM. SRAM allows faster access times to the MC68030 and gives system calls a high speed area to reside in.

DRAM OPTIONS:

*The Mega Memory DRAM board allows high speed access to the MM 32-bit bus. It provides higher speeds through the use of optimised software and a VLSI controller chip. This controller allows for the optimisation of DRAM depending on the speed chosen this gives a noted performance increase with the ability of utilising RAM at speeds that will reduce wait states within the system. 100NS-60NS DRAM may be used and the software provided will allow the controller optimise for tighter setup and hold times for the DRAM used; provided the RAM is fast enough to eliminate a wait state. CSA is providing a matrix of RAM speeds versus wait states that will allow customers to select RAM that will provide greater through-put.

DRAM CONFIGURATION:

* The Mega-Memory is jumpered to select 1 or 2MB of RAM using 256k x 4 DRAM chips and 4 or 8MB using 1Meg x 4 DRAM chips. The Amiga's operating system kernal may be moved into this area by using the MMU on the MC68030. Special hardware is provided on the MM to do this operation into the SRAM area. However, using a program on the CSA shipping disk, it can also be moved by the MC68030's MMU for users who do not purchase the SRAM option. This allows the Amiga ROM kernal to be moved into the 32-bit DRAM provided by the Mega-Memory. This is an option, but will normally not be as efficient as placing the ROM in high speed SRAM. This may also present problems using the MC68030's MMU

with the use of other software, like UNIX.

OVERALL:

*The MM gives the customer the most options for RAM configurations as well as providing the easiest way to up-grade the CPU speed from 20-33MHz. The MM is also the only accelerator that provides the ability to be configured per the user's budget. Any RAM, whether SRAM or DRAM may be user installed at any time. The user may have 1, 2, 4 or 8MB of DRAM and 512k, 1 Meg or 2 Meg of SRAM; these may have been added at any time. This board gives the most user options and allows the best performance of any accelerator for the A500 and A100 and is the least expensive way to upgrade an A2000 with speeds from 20-33MHz.

RAM SPECIFICATIONS:

* The SRAM area uses 128k x 8, 256k x 8 or 512k x 8, 32 PIN, SRAM chips. Speeds from 100NS to 35NS may be used.

*The DRAM for the Mega-Memory daughter board uses a 20 PIN, DIP, 300MIL, DRAM chips. 256k x 4 DRAM's will allow 1 or 2 MB to be added to the Mega-Memory daughter board. By using 1Meg x 4 DRAMs, 4 or 8MB of RAM can be added to the Mega-Memory. The Mega-Memory board is jumpered to accept both types of RAM as long as the same 20 PIN, DIP, 300MIL, specification is used. Although these specifications are current, before ordering RAM, check with CSA for those parts which have been approved for use in the MM.

NComm v1.9
A Review By Duncan Turner

I use my modem quite a lot. So, naturally, I would want a good Communications Program for communicating with the BBS's. I first used Comm, a while back, until I came across Access!, which had color emulation and a very nice intuition interface. Then I made the move to JrComm - I used version 0.99b for a while, and was generally impressed, but I didn't like the bugs that were in it. So one day I tried NComm - now up to Version 1.9. I'm still using it now, so I'd say that this is my favorite comms program.

NComm is a modification of DJ James' Comm, version 1.34. The main programmer was Daniel Bloch, although many contributed to development of the program. When it comes to features, NComm is quite a program. It supports the standard AN-SI/VT100 terminal emulation, with eight color text. The archive includes a special font to display the IBM extended character set, for ANSI. This is easily installed with the install program provided.

NComm supports all the most popular file transfer protocols, including XModem, YModem and ZModem. There are many options for these protocols, too. For example, you can have YModem-Batch, XModem-CRC or ZModem RESUME. The ZModem protocol is a separate file, which is placed in you Libs: directory, by the install program. All the protocols work perfectly.

Another feature of NComm, is the Script Language. It is very ASIC-like, and contains a lot of very powerful commands. Included in the archive are three script examples - one for Paragon, one for MBBS, and one which runs a host-mode, which is a basic bulletin board system, that enables other users to ring your computer. I am at present developing a script language that will log into a BBS that I ring, and enter my name, password, and download all my messages for me automatically, so that I can go do something else for a while.

There is also a very useful scrollback buffer, which can be set to a desired size. When you open the buffer to read, a window appears and you can easily scroll through the buffer like a text reader. Handy information, like the line number and size of the buffer is on the bar of the window. Macrokeys are fully supported with NComm, and you are able to enter a maximum of 20 macros per macrofile. But of course, you can simply make new macrofiles and load them up when you need them.

The dialling directory is very easy to use, and allows you to load or save phone books, sort the phone book, edit or add new entries and even print the list to the printer or a file. Unfortunately, though, this was where I discovered the only bug in NComm - the redial function doesn't work. It is very frustrating sometimes, as often I go and do something else while the modem attempts to get into one of the BBS's. Hopefully this will be fixed in a future release.

I have found NComm very easy to use (thanks to its intuitive structure), have found no bugs except for the redial option, and it seems to work well with all the BBS's that I ring. NComm is a very classy piece of Amiga software, and I would recommend that the beginner to intermediate modem user should get it. Some day I'll find the money to get the proper release of Jr-Comm. But for now, NComm will do.

[NComm is available on Fish Disk #356 or on Amiga Link I BBS (792-3918) or Amiga Central BBS (376-6385)]

Hints & Tips

Amiga 2000 Keyboard extension Cable
by Alexander McCooke

If you find that your 2000's keyboard cable is not long enough it is quite easy to get an extension cable. All that is required is a 5 PIN DIN male to 5 PIN DIN female cable. Since these conectors are used on many stereo systems these cables are available at many hi-fi and electronics stores. (I bought one at Tandy.)

--ooOOoo--

Permanently Write Protect disks
by Alexander McCooke

The write protect tab can easily be knocked from write protected to write enabled. It is fairly simple to protect disks "permanently" by removing the write protect tab altogether. There are two methods: the quick and ugly or the slower neater method.

The quick one requires a pair of strong scissors or wire cutters. Cut or snap off the corner of the disk where the protect tab is and pull out the sliding tab completely. The slow one requires a miniature screwdriver (or other sharp instrument) and a hammer! Making sure that the disk is on a firm surface, rest the point of the screwdriver on the sliding tab (when in the open position) and tap it with hammer. Continue to puncture holes in the tab until it fragments and may easily be removed.

It is up to you to decide whether your disks are more likely to be damaged by accidentally overwriting or in the attempt to remove the write protect tab. Maxwell uses the first of these methods to protect all its PD disks. I naturally offer no guarantee on either of these methods: use at your own risk. Of course it is still quite easy to write to the disk: simply stick a piece of tape over the hole!

--ooOOoo--

Club News

Special Effects
and
Animation Contest
Over $300.00 so far in prizes to be
Won!
WOW!

Brief.!

Chris DeHavilland is a Sydney based singer, comedian, and
impersonator who requires special effects and Animations for
his live stage show. The aim of the competition is to come up
with a series of special effects / animations of the famous peo-
ple that Chris impersonates; so that they can be projected onto
the video screen at night clubs whilst Chris performs.

Type Of Competition.

The type of entries required can be anything at all so long as it
involves a loose connection with the digitised photographs sup-
plied by the sponsor and the digitised photos of the sponsor.
Any original idea, effect, transformation, combination of spe-
cial effects/ animation, 3D Lettering of names, Ray Tracing etc
is encouraged, and will be acknowledged by the Judges.

Chris DeHavilland has suggested ideas such as: Rotating faces
changing each time to a different artist. A photo-fit type situa-
tion ie. eyes change then nose changes, then mouth changes
etc. I personally think we can do heaps better than this by com-
bining all types of effects. There is no need to stay in black and
white. "Still" photographs can be animated, images can be past-
ed on digitised photos, people can be made to talk with digi-
tised sounds. Try anything you want. Just try to loosely connect
Chris DeHavilland and the Photos he has provided. Remember
your animation could even end up on TV. Digitised Pictures of
famous people as supplied by Chris DeHavilland and a Special
Effects / Animation message area for any questions suggestions
etc is available on: Amiga Central BBS Ph: 376-7375 376-3887
376-6385

Please note that as the animations/special effects will be used
commercially by Chris DeHavilland all entries will become
the property of the Main Sponsor Chris DeHavilland.

Judging.

There is no need to worry about the amount of ram you have,
the speed of your computer or the amount of hard disk space
etc, as all animation/ special effects will loaded onto video and
then edited, looped, sound added etc. If you do a series of ef-
fects each one utilizing the maximum capacity of your comput-
er the video editing will join them together to make one large
effect. So you need not worry. All transferring from Amiga to
video can be done by Chris and his video friends but if you feel
you can add extra effects by doing the video conversion your-
self please feel free.

As with all AUG animation contests Judging will be based on,
-degree of difficulty.
-Imagination / originality
-equipment used to create effect / animation.
-Age / skill of entrant.

All of the above will be taken into account by the Judges. The
Judges will be appointed by AUG and there decision will be Fi-
nal. The closing date is as yet undecided but will be announced
by the AUG committee as soon as possible. Entries can be for-
warded to the AUG post box or given to a AUG or NWAUG
committee member at any meeting. Or contact George Wahr on
018 374-540 BH or 376-6180 AH.

Sponsor.

The sponsors for the competition are Chris DeHavilland, the
Amiga Users Group Victoria, the North West Amiga Users
Group sig of the AUG and other Amiga dealers as yet to be
confirmed.

Co-ordinator's Comment

This month has been a big one for the AUG.

The Amiga 2000 promised by Commodore Australia to run our
multi-line BBS system has arrived but NOT as expected. We
were expecting an Amiga 2000---what we actually got was a
2000 HD! We are running three lines at the moment with a bor-
rowed accelerator card (multi- user slows down to a crawl with
three users on a 68000), but by the time you read this, we will
have purchased an A2630 card from Commodore which will al-
low us to expand in the future to more than the current compli-
ment of lines without so much as a groan from the 68030 pro-
cessor.

At the December meeting we will have a slightly different for-
mat:

1   1:45 pm--- Disk, book library will open. Dealer's de-
mos.

         1:45 pm--- call to move into main meeting room
         2:00 pm--- Meeting commences sharply
         - Introduction to AUG
         - News/Rumours/Reports
         - Question and Answer session until 2:45
2:45 - 3:10--- Coffee break/Library etc.
3:15 - 4:00--- Second session with:
         - Demo of "DIRWORK"
         - Demo of "Indi 500"
         - An Amiga Video
         - Using a PostScript laser printer on an Amiga.

End of Formal session

Begin Special Interest Group Meetings at 4:15 - 5:30

         - Beginners Group (For those who have just bought
their machine)
         - Workbench Editorial group
         - Beginner "C" group

We have decided to make the meetings run a bit more to time.
We are going out of our way to make the group work well with
the limited resources we have at our disposal.

Russell Porteous is looking for a volunteer to be our catering
officer who would be responsible for making certain
tea/coffee/biscuits etc are available at the meeting---please con-
tact Russell, his phone numner is in the front of this journal

If there is anyone out there in our membership who is of the le-
gal inclination and wouldn't mind helping us out with legal as-
pects of our dealings with Corporate Affairs (Associations In-
corporations Act 1981) and with insurance, could they please
contact one of the committee as we want to make the club run
as smoothly as possible.

Please note! The January newsletter will arrive in the form of a
disk. The details of what is going to be on it are up in the air at
the moment but don't panic when a Workbench doesn't arrive
in January. If you have something to contribute to a Workbench

on disk, contact Hugh Leslie---the editor of the January Work-
bench disk issue.

ENOUGH! regards Eric Salter Co-ordiator.

--ooOOoo--

Writing for the Workbench Journal
The Editorial Sub-committee
November 1990

So, you think you have something to say and want to write for
Workbench? Well, here is a little guide that might help you get
your literary masterpiece to print just that little bit easier.

Formatting Requirements

Because this is a voluntary organisation, it is nice to minimise
the work our volunteers have to do. With this in mind, submis-
sions for Workbench should ideally be in machine-readable
format---i.e., someone doesn't have to re-type your article. This
requirement is no longer absolute since the advent of the Edi-
torial Sub-committee---a group of dedicated individuals who
feel strongly enough about the importance of Workbench to
help Con in his task of producing AUG's flagship. We can now
accept articles on paper and people who have not submitted ar-
ticles because they did not have access to a modem or didn't
like the hassle of mailing a disk, HAVE NO EXCUSE ANY-
MORE!

If you are submitting your article in machine-readable format,
either on disk or uploaded to the Bulletin Board via modem,
there are a few things to consider. The text should be in ASCII
format which means that there should not be any special con-
trol codes inserted into the text. Many word-processors insert
these special control codes into the final output file to indicate
margin settings or ends of pages or so-called soft returns at the
ends of lines. Because these control codes are only meaningful
to your program, our program barfs at them and may well be
unable to read your file. If you use a word-processor to create
your masterpiece, save the file in plain, unformatted, vanilla
ASCII. Better still, use a text editor. If there are special format-
ting requirements, it may be wise to indicate this in a separate
file or call and see if the editor can use your word-processor
format.

How to get it to us

Once you have finished your article, you have to submit it. The
easiest for us is to have you upload it via modem, to our Amiga
Central Bulletin Board in the special file area for newsletter up-
loads. Having uploaded it, you should leave a note for the edi-
tor informing him of its presence. The Editorial Sub-committee
has a special message area dedicated for Workbench-related
messages. To upload an article, you'll need some form of mo-
dem and communications software. See the article on using a
BBS elsewhere in this survival kit.

You may also submit your contribution on Amiga 3.5" disk to P.O. Box 48, Boronia 3155 Victoria. We will return all disks submitted. Make certain that you include your name and return address on all submissions.

All submissions will be rewarded with a token entitling you to one free public-domain disk copy per printed column. Just take the token along to the disk librarian with your blank disk and he'll copy the PD disk of your choice onto it.

Diagrams and Pictures

If possible, all drawings and diagrams should be in IFF (Interchange File Format). But if you have a drawing in some unusual format (say .GIF or .TIFF or any other format) and cannot convert it, then call the editor before hand and he will tell you if he can do the conversion for you. If not, they should be high contrast black and white originals.

The Editorial Sub-committee

The editorial sub-committee was formed at the November 1990 AUG meeting to assist our editor to produce the best possible Amiga journal given our resources. Included elsewhere in this kit are the names and phone numbers of the sub-editors. These people can be contacted to talk about an article that you are thinking of writing; They may be able to help you with suggestions of topics, angles, critique and so on. They have particular areas of interest and you should direct your questions to the appropriate individual. If you wish to submit an article on paper, it is best to contact one of them beforehand so that the article can be sent directly to them for re-typing.

The role of the sub-committee is still being fleshed out but we hope it will be the basis of a great editorial team. If you are interested in being part of the editorial team (all you budding Rupert Murdochs) please get in contact with us at the AUG meetings (where we meet) or ring us up.

Addendum by nikolai kingsley (lower case his preference):

i would like to make an offer to everyone that hasn't figured out how to work an amiga editor but would like to submit articles... if they can write it out legibly, and drop it off in my letterbox, i'll type it out and upload it for them. in fact, if there are people who have articles on disk and they don't have a modem but would like to have the stuff uploaded, i'll do that for them also. just put it in the letterbox outside: 123 Thames Promenade Chelsea, 3196. this may be a bit far out of the way for some people... well, stiff cheddar. i'd like to say 'come in to where i work and drop it off there', but i wouldn't want to submit people to the horror of our elevators.

kolya
niko.

The Workbench Editorial Subcommittee

Nikolai Kingsley CLI & Shell utilities, Programming 772 8472
Jim Berry   General interest articles   807 7321
Norm Christian   Art and Music articles   798 6552
Rob Pemberton   Beginner-level articles   571 4579
Ben Barrows   Humourous articles   888 8608
Rod Paterson   Scientific interest articles   889 2793

--ooOOoo--

Special Announcement

The commitees of the Amiga Users Group, and the North West Amiga Users Group wish to thank Kevin Payne of Kev's Computer Shop for his continued support to the Club and it's members over the past year.

Kevin kindly donated an A590 Hard Disk unit to be used for the experimental Skypix Bulletin Board System which was initiated by NWAUG earlier this year and demonstrated at a recent AUG meeting, which became a roaring success and has since been updated to an Amiga 2000 with multiple lines.

Kev's Computer Shop offers to members of both AUG and NWAUG discounts of 10% off software, books and magazines, as well as specials on items such as Hard Disks, Monitors, RAM Expansions, Printers, and other Accessories.

The shop is renouned for having access to a host of accessories, from the complete Commodore range of computers and assesories to GVP hard disks, ram expansions and accelerators, to the latest in new release software. Kev's was the first store in Melbourne to display an Amiga 3000, and recently shipped the first of Electronic Arts new $99 packages, weeks before the price was officially dropped!

Paul Pritsis, Sales Assistant at the Coburg store has been affiliated with NWAUG from day one, and started working with Kevin when the store first opened in October 1989. Paul is the Membership Officer and Treasurer at NWAUG and responsible for many demonstrations of programs and hardware at NWAUG meetings, which are brought from the shop, everything from games such as Wings and great inovations such as the KCS PC Emulator for the A500.

So next time you're thinking of buying an Amiga accessory or an entire system for your friends, get in touch with Kev's Computer Shop for a great deal. For expert advice and after sales service which can't be beaten, you can't go past Kev's Computer Shop.

Kev's Computer Shop
435 Sydney Road, Coburg, 3058. Phone: 354 9871
200 Commercial Road, Prahran, 3181. Phone: 51

Letters to the Editor

The Sad Demise of the Amiga

In the interests of a broader debate, and (no doubt) at the expense of some goodwill, I'd like to share some of my recent conclusions on my expensive hobby

- the Amiga.

Good products don't necessarily win the race to market, and once there, don't always make enough profit to continue as a brand-name forever. It's starting to become clear to me at least, that the Amiga is more likely to disappear than to continue. Don't get me wrong; I love the machine and I've put my money where my mouth is - hardware, software, shareware ... but ...

Let me give you my observations over recent months;

1   Quality Amiga magazines are either disappearing or have little new to write about (look at Amiga Transactor, Amazing Computing, Amiga World). The shelves are being taken over by the heavy game nerd British C64 style magazines (no offence meant, but it's a market with too much pirating for a serious computer, and not one that will sell commercial volumes).

2   There's not much new software about, and the good old stuff is now selling for a song (DPaintIII, was $229, now $99; DVideo was $169 now $99). There's still not a competitive WP or spreadsheet available (WordPerfect? compared with the IBM version?). Video Toaster? - not really a product for everyone.

3   Most of the new Public Domain stuff is of the "Amiga as Unix workstation" kind.

4   The 3000 is a disappointment. Volumes are too low, prices too high, colour not sufficient, products not there to support WB 2.0, and no marketing. Sorry, all the marketing is to convince you that it's a passable Unix workstation ... for the price of a Sun or Appollo.

5   The education market in the important areas is IBM or Mac - the software is better, too, now. It wasn't 12 to 18 months ago, but it is now! A good friend who runs his own business and teaches has abandoned the Amiga (2000) for a Mac IIcx; the software is better, less buggy, and his students can use it effectively from day one.

The gradual conversion from Amiga to different systems is probably going on around all Amiga users - I recently bought a laptop (MS-DOS, because there's nothing else at a reasonable price, and as the Mac's at work are properly set up for file transfer there's no problem. Of course, my Amiga is also set up for MS-DOS files, but I never seem to get around to using it except for downloads from BBS's. Why transfer data from Excel to Superplan? Why go back to Visicalc functionality when even the shareware 123 clones are better?

Yes, the Amiga's a great system; Yes, once you've worked with a multi-tasking operating system it's hard to handle lesser environments; Yes, there's some great software available (Tom Rockicki's integrated TeX & Metafont + Preview comes to mind, especially if Arexx links to the editor are established); but at the crunch, you need to be an experienced user, you have to put up with a system that gets flakier the more you extend it (try DPaint DVideo and a 3D program - even with 4.5 Meg and 65M hard disk or ProPage and Draw), and at the end of all that there are NO serious packages in the major areas of small computer usage (WP, spreadsheet, and database).

I suppose its just a matter of waiting until the rest of the PC world catches up - anyone want a 1000 with stacks of legit. software, 4.5meg and 65 meg HD? All reasonable offers considered - leave me a message on the BBS's.

[Ed's note - the opinions expressed here do not necessarily reflect the opinions of the club nor it's committee but are placed here for the purposes of topical debate.]

From: GIAMPAL@auvm.auvm.edu
Newsgroups: comp.sys.amiga
Subject: Amiga Owners, whatta bunch...
Date: 28 Oct 90 22:24:07 GMT
Organization: The American University - University Computing Center

As we all know, Amiga computer owners are different from the owners of other computers. The differences are many, but this _humorous_ little story tries to harp on a few. Lord knows I've been through each of these stages, so please don't take offense.

--dominic giampaolo
uunet!chopin!nick

The Psychological Development of an Amiga Owner

There has been great interest in finding out what makes Amiga owners tick. Many people are at a loss to explain their sometimes odd, evangelical, and abusive behavior. We have undertaken a study, and have been able to split the development process into three (3) distinct stages. The first stage we refer to as "Religious Ferver and Zeal", this is followed by "Temperement and Depression", and the final stage is "Computer User, not Whiner". We'll try to cover each of the key points that distinguish the individual stages, and the reasons for progression.

Religious Ferver and Zeal

The first stage of the Amiga owner is the most amusing to

watch. Typically, the person will just have been introduced to the world of computers, and by some stroke of (bad ?) luck, has discovered this wonderful computer called the Amiga. The person is continually amazed at its capabilities, and is stunned at what it costs. They spare no effort in making sure _every-one_ they know is aware of this fantastic machine called the Amiga and how inexpensive it is. This stage is marked by the individual ranting, often at length, about the virtues of the Amiga. They simply cannot comprehend that anyone in the world being so stupid as to purchase any other computer. They are quite ignorant of the computer industry, and tend to believe that the Amiga was the first to have accomplished anything. Other features of this stage of development are that friends avoid talking about computers with the person as they know it will only degenerate into a discussion about how fantastic the Amiga is. For particularly acute cases, friends will begin to avoid this person because all the person wants to do is talk about the Amiga computer. It is also somewhat intriguing to note that in most cases the person in question will never have actually done any multi-media projects, own only a single program (obviating the need for multi-tasking), and will have lots of AmigaWorld magazines.

In addition, at this stage the person immediately begins to notice the lack of advertising about the Amiga. Feeling responsible for this they will make sure that everyone they know, knows about the Amiga (even other Amiga owners) and how cheap it is. They often feel that if they don't push the Amiga, no one will, and it will die an obscure death. They cannot believe the bumblings and failures of Amiga advertising, and wonder how anyone in an advertising department could be so stupid. They often will begin to think they should go into business selling Amiga's since that is all they do anyway. The person at this point feels it is their responsibility to make sure the Amiga succeeds. For some unknown reason, they cannot comprehend that Commodore Business Machines is a multi-national corporation which will not go out of business by next week unless everyone goes out and buys and Amiga right this instant.

Temperament and Depression

This is the second stage of development, and is usually triggered by a sophistication of the person. They will begin to purchase more general computer magazines, and will become more cognizant of the computer industry as a whole instead of just Commodore-Amiga. At this point, the person begins to see that the Amiga really isn't the end all be all of computers. They become depressed, sometimes severely, at learning this, and seek to be reassured that the Amiga is still #1. They will often begin to talk more about other computers, and how the Amiga really still is better. Their arguments tend to be laughable, but all they really want is someone who appears to be technical to say "I still like the Amiga because it has the best hardware around". This then transfers into the fact that the Amiga is the only computer capable of certain things. This feeling of superiority will last only until the next issue of MacWorld or MacWeek in which Apple announces yet another Macintosh. Again the person will become depressed and seek solace by trying to find some other reason why the Amiga is still the best.

This stage is the most sad to watch, as the person will often have such great mood swings as to become almost manic de-

pressive. You will see them sneaking use on other computers just so they can find some insignificant feature they dislike. This transfers into unbelievable stories of how the other computer is terribly bug-ridden and unusable. Things will often appear hopeless to the person in this stage. They will begin to wonder how the Amiga will retain its dominance in the market place, and what is necessary to accomplish this. They will often dream of wild fantasies about what the Amiga 4000 will be, and how as soon as it comes out everyone in the world will dump their current computer to get an Amiga 4000. This comforts them and allows them to sleep easily at night.

Some people in this second stage will find it necessary to point out each of the Amiga's failings and decry that they must be fixed or else the Amiga is a doomed machine. Often they will speak of such things as 24-bit color, RISC cpu's, faster custom chips, or some equally "hot" topic which they know absolutely nothing about. It can be quite humorous to see a person without a single minute of technical training try to explain how you can put 24-bit color in the Amiga. Real techies try to explain things, but to no avail, the person just knows that if the Amiga doesn't have 24-bit color by the end of next week, Commodore might as well just close its doors and go out of business. These type of people are generally more concerned with having the fastest and best machine as opposed to worrying about how to accomplish a project. They will even blatantly say this, however their childlike behavior goes unnoticed.

Computer User, not Whiner

The third and final stage is when the Amiga owner finally reaches the point where they actually use their computer instead of worrying about whether it is number one. This is generally caused by a need to actually do something with their computer instead of playing demos and music they have gotten from NewTek or downloaded from their local BBS. The person at this stage will have realized that the Amiga is still a usable computer even if the MacIIfx is running at 40mhz or whatever it is.

This final stage in the Amiga users development is perhaps the most fulfilling to watch. The person has come to the conclusion that all types of computers are needed in the world, and yes, even the Amiga has a place in that. They now will actually be heard muttering terms such as "interactive multi-media", MIDI, Cel-Animation, and Ray tracing. However the distinguishing feature is that these phrases are used in sentences with "I am doing", instead of "With the Amiga you can do". People who once avoided the person from stage 1 (Religous Ferver and Zeal), now are interested in what the person is doing. Others will often begin to ask, "Hey what kind of computer is that", instead of saying "Oh god, there goes John on one of his Amiga kicks again". The person in this stage will still be quick to note that the Amiga has been capable of doing things for quite some time that others are claiming to be innovations. This is an artifact of the previous stages, however it has become more muted and does not scare people away. It is even possible to have a rational discussion about computers with a person in this stage.

The person in this final stage will usually be involved in trying to put together various projects using the Amiga. They will ap-

pear to be visionary to their friends who can't imagine putting together a presentation with music, animation, and text all on a single computer. This is gratifying to see as it indicates that the person has reached the culmination of what all of their previous rantings had been about.

Conclusions

It has certainly been an adventure observing these Amiga owners. They are an interesting bunch, and the diversity of the stages of development indicates a true maturation as time progresses. While it is very annoying to have to deal with people stuck in the first two stages, the final stage more than makes up for the other stages. We are currently looking into ways of eliminating the first two stages through the use of systematic desensitization and other behavior shaping techniques. We have a program where we simply put the patient into a room with the last 3 years of MacWorld and 500 IBM Technical System's Journal. After a week or so of this we then move the patient into a lab containing Amiga's that are being used for various projects. The results have been promising and we have a 75% success rate so far.

We will continue our work with these Amiga owners, and will hopefully have more interesting news to present in the future.

Software Buyer Service

AFFORDABLE SOFTWARE FOR THE AMIGA

GAMES		PRODUCTIVITY	
A-10 Tank Killer	$ 50.00	Animation Studio (Disney)	$166.00
AAAAGH!	18.00	Art Department, The	85.00
F-19 Stealth Fighter	62.00	Baby D Editor	119.00
Faces.... Tris 3	40.00	Bars & Pipes	273.00
Falcon Mission Disk 2	29.00	Board Master-PCB	93.00
Flight Simulator II	50.00	Caligari Consumer	227.00
King's Quest IV	59.00	Can Do (PAL)	140.00
Leisure Suit Larry III	59.00	Cross Dos V4.0	38.00
Persian Gulf Inferno	40.00	Cygnus Ed Professional	97.00
Pipe Dream	31.00	Data Retrieve	85.00
Pirates	44.00	DigiMate 3	40.00
RVF Honda	40.00	Distant Suns (PAL)	67.00
Shadow of the Beast II	59.00	Dynamic Studio	183.00
Sim City	51.00	Kara Fonts Headlines II	66.00
Super Hang-On	16.00	KCS 3.0 Level 2	338.00
Sword of Sodan	40.00	Micro Fiche Filer	97.00
Test Drive (choice) DataDisk	22.00	Movie Setter	67.00
Their Finest Hour: Battle Britain	72.00	PageFlipper Plus FX (PAL)	149.00
War in Middle Earth	53.00	Pagesetter 2	119.00
Where Carmen SanDiego (any)	51.00	PageStream 2.0	273.00
Wings	59.00	Pro Video Plus (PAL)	270.00
		Pro/Motion	93.00
		Prowrite 3.1	162.00
BOOKS		Scene Generator V2.11	49.00
		Tiger Cub (Dr.T's)	93.00
Amiga DOS Inside and Out Book	$29.00	Turbo Silver w/ Terrain Special	114.00
Amiga Dos Ref. Guide 3rd Ed.	30.00	TV Graphics (PAL)	49.00
Inside Amiga Graphics	26.00	TV Text Professional	157.00
Making Music w/ the Amiga Book	45.00	Video Effects 3D (PAL)	218.00
More Amiga Tricks & Tips Book	27.00	Who, What, When, Where	93.00
Take Off w/Flight Simulator Book	24.00	Zoetrope (PAL)	134.00

Many, Many More Titles Available
Call for Prices on unlisted Titles
720-6076

NWAUG NWAUG NWAUG

North West Amiga Users Group

A Geographical Special Interest Group (SIG)
of AUG

Meetings Held every 2nd Wednesday
@ 7:30 pm in Rooms 19 & 20,
1st Floor,
Essendon Community Centre
Cnr Mt Alexander & Pascoe Vale Rds
Moonee Ponds 3039

For upcoming dates call NWAUG
***NW will not be holding meetings on 2ndJan,
16th Jan. 1st 1990 Meeting will be on 30th Jan.
19th December 1990 NW Xmas party - a bumper
event not to be missed***

All AUG members are NWAUG members
Meeting entrance fee of $1
covers room hire/coffee/biscuits.

NWAUG -A Multitasking SIG of AUG
See YOU at a meeting soon.

NWAUG NWAUG NWAUG

Purchasing

The words "Multi-Sync" have no doubt been heard by many of us since the dawn of Workbench 2.0 and the advent of the Enhanced Chip Set (ECS). The Multi-Sync 3D monitor from NEC is the latest "Deal" arranged by AUG for the benefit of its members. At an incredible low price this monitor has the following features :-
* 14 inch, non-glare CRT viewing area.
* By accepting an analog signal input has an unlimited colour palette.
* Ergonomic design and construction.
* Experienced product support (With Amiga)
* (ECS) capability.

The Multi-Sync 3D has been offered to the users of AUG at a price which also includes the "Special" adaptor lead which allows the 3D to take full advantage of the (ECS) available to most Amigas.

The monitor has been offered at this special price of $885 to the AUG members by "Pro Tech Micro systems". To show your interest in these monitors AUG members may call "Pro Tech" and speak to George Wahr by calling "Pro Tech" Ph: 690 6600
George Wahr Ph: 018 374 540

Members may also leave a message via modem on Amiga Central, Purchasing (Area 5) to George Wahr or Russell Porteous regarding the special price on "Multi-Sync 3D monitors"

Remember, Show an interest and all members benefit because with your support, the bulk purchase of any computer related item, (hardware or software) will give your purchasing officer a idea of what the members want.

SPECIAL NOTICE !!

The AUG is now in the process of compiling their first disk based magazine, it is for this reason we need your help! For the Disk based magazine to be a success we require the services of a machine that will bulk copy disks for the Amiga. If you can offer any advice or offer the services of such a device then please let us know, contact: George Wahr or Russell Porteous.

In recent times, the AUG has undergone many changes the largest being the Bulletin Board System (BBS). This exciting area of communications has opened the way for the owners of modems to "communicate" information at a level never before done on the Amiga in Australia.
Following this fantastic advance into the future, the AUG committee has approved the way for a purchase of 3 high speed modems. The modems chosen for this had to undergo strict Australian and AUG standards.
The modems chosen finally by the AUG were of Australian design and manufacture and passed all standards set. the modem, a "Panther 4" made here in Melbourne by "Schmidt Electronic Laboratories" has the following vital statistics:-

* 300, 1200/75, 1200, 2400 BPS
* Telecom Approved
* Sturdy Construction
* Local product support

It must be noted however that the Schmidt product was not the only product given evaluation by the AUG and we would like to take this chance to thank the many people who provided valuable support in the selection of these modems.

SCRAMBLES
(aSsortments of Con's RAMBLES)
your Editor's Column.

A few interesting stories to tell this month. Firstly, you may have noticed a repeat print of an ad that was in last month. The Golden Image optical mouse advertised winded up being next to a review of a different optical mouse which got a fairly poor review. Well to make up for the confusion it may have caused some people and the unfairness to the distributor, we have decided to run the ad again. In fact, I have used this mouse and it works just fine, and is the cheapest true optical mouse you can get for the Amiga. The recommended cordless mouse in the review is actually a bit of a lemon as it doesn't transmit it's location and movement too accurately.

I wish I   could finish the stories but I've run out of space and it is 5:22 am (Yawn...) Thanks to George for the brilliant little TI MicroLaser over the weekend. Get into the animation contest. See YOU at the next main meeting.

AUG meets on the third Sunday of each month

Victoria College
Burwood Campus

N

We are here

STAFF CAR PARK

STAFF CAR PARK

STAFF CARPARK

ENQUIRIES

STAFF CARPARK

STUDENT PARKING

UNDER CONSTRUCTION

ADMINISTRATIVE ENTRANCE
(NO STUDENT CARS)

(TO MELBOURNE)   (TO FERNTREE GULLY) ▶

TRAM STOP AND SUBWAY TO COLLEGE

(BURWOOD HIGHWAY)

TO CITY
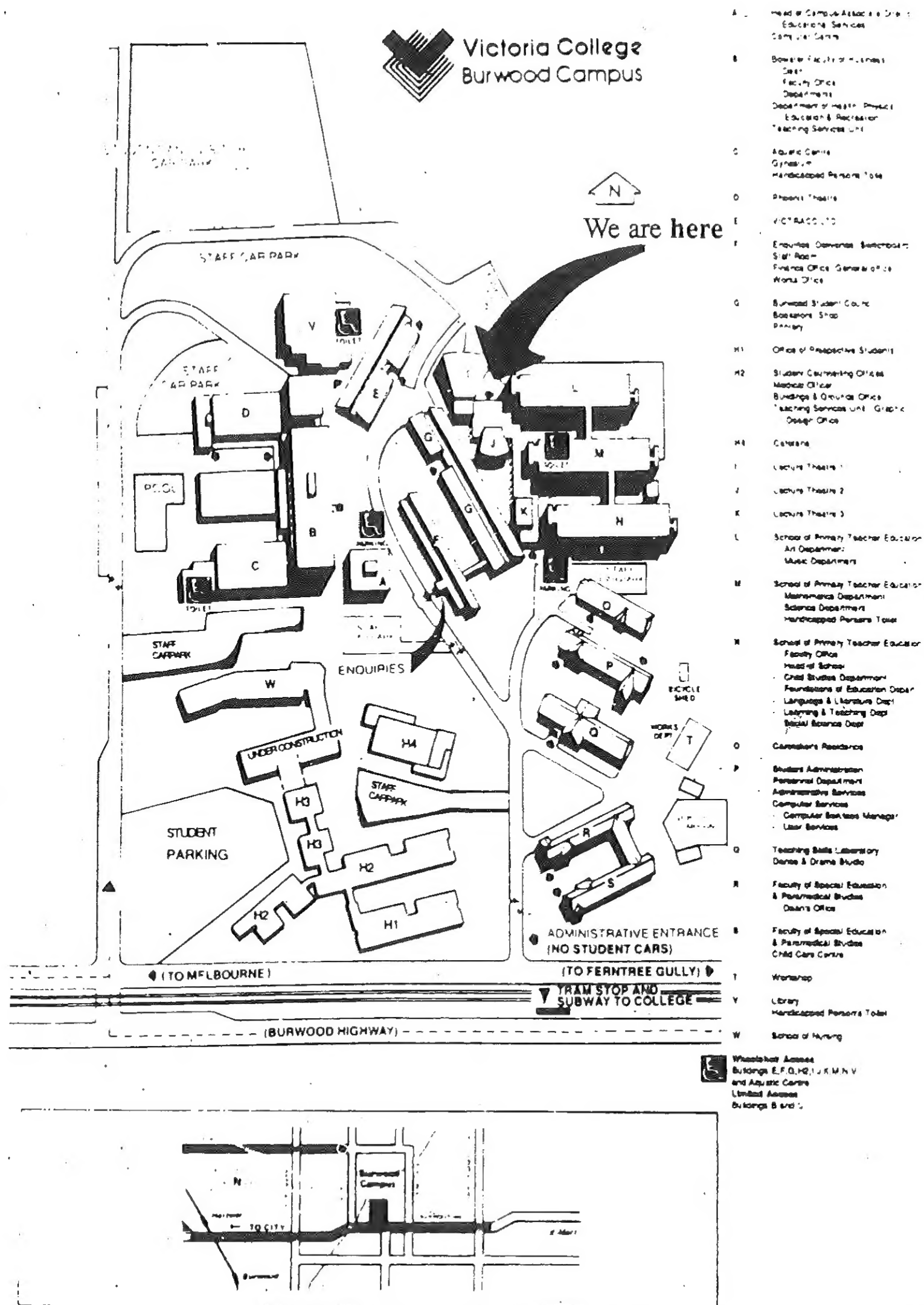
Where is Victoria College, Burwood Campus?

Melways Map 61 reference B5.

People often have difficulty locating our meeting place the first few times. Victoria College is on the North side of Burwood Highway, Burwood, just East of Elgar road. Coming from the City along Burwood Highway, turn left at the first set of traffic lights after Elgar road. Follow the road around past the football oval, over five traffic bumps to the car parking area near the netball courts. Further up the road, to the right, you'll find Lecture Theatre 2.